Subject: Chat with Andrew Stein
From: Andrew Stein <steinlink@gmail.com>
To: barriticus@gmail.com

Andrew: so howre the cowboys doing this season?
Andrew: oh, not 3-1? shame
me: The Saints just won, I imagine?
Andrew: very conservative imagination you have there
Andrew: but yes
Andrew: do you have civ5?
Andrew: i hear conflictin reports that it blows
me: nope, wouldn't be able to play on my laptop
me: I can believe that
me: it sounds like they redid it quite a bit
me: I think Civ 4 is probably better
Andrew: the combat and hex stuff looks so amazing
me: also I don't like that they took out religion and corporations and all that
me: and seem to have simplified other aspects
Andrew: they also removed government
me: yeah, I had a hunch it would suck when they announced the various feature changes
Andrew: its too bad
me: I''ve got Victoria 2 anyway
Andrew: hex/one unit per square/artillery are amazing changes
me: really hard to go back to civ when you've got that
Andrew: sure sure
me: plus I've really outdone myself in modding Morrowind, it's like a whole nother game
Andrew: i saw some graphics mods for morrowing that make it rival oblivion
Andrew: the morrowind mod community really went nuts
Andrew: did oyu see that oblvion total conversion?
Andrew: the german one
Andrew: it looks pretty awesome
me: yeah, I did
me: also, yeah, they've made pretty incredible graphics overhauls
me: I've got one that changes up the lighting
me: it's awesome
me: even on my computer with shadows turned off, one gig of memory, etc.
me: they have HD mods too
me: and graphic pacs and whatnot
me: makes it pretty much the best RPG ever in all respects
Andrew: hmm
Andrew: "best rpg ever" sounds pretty awesome ...

me: I really recommend that you give it another shot when you have time
Andrew: i dont want to have to learn the mod ecosyste
me: it's not difficult at all
Andrew: cant you just package your game dir in a zip for me?
me: I can give you a list of the best mods and you just download and extract them from the site
me: I'm actually working on my first mod
me: with the program that comes with it
me: going to make a little village and some quests to start with
me: there's one program called NPCs Enhanced that's used in conjunction with Morrowind Enhanced which itself increases the possibilities in terms of scripts
me: makes the NPC AI much better, allows them to actually take advantage of their skills and spells and items
me: like sneaking, levitating, turning invisible, using items that they wouldn't before